WORLDS OF WONDER

Avalon Games

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All comments, suggestions and contacts can be made at…

Avalon Games Company, avalon@comstar-games.com

Or visit

Avalon Games at…

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Game design, artwork and layout by Robert Hemminger

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Introduction

Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

While no experience is needed in the art of role playing to enjoy Worlds of Wonder, the author will assume that you know what role playing is and that you are capable of playing such games. Thus we will not discuss the art of running a game or creating a game world, but rather spend both ours, and your time, on the rules and information needed to play the game itself. Because we assume you know what an elf is after years of playing various RPGs, we will not spend much time, if any, explaining this and other basic concepts. We would rather have you spend the time playing the elf then reading about how they live their imagined lives.

If though, you have little experience with RPGs, then we suggest that you start with one of the more popular and better supported games out there. There are many, and just about any genre can be found should you look around a little bit.

What is Worlds of Wonder

After 30 some years of playing, running and designing games, be they RPG's or board games, I have come to one conclusion. Its not the game's rules that make it enjoyable, but the people your play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time they spend together playing, well worth the time spent.

Yes Worlds of Wonder will offer you a detailed combat system, and several magical options, but the majority of the information presented here will deal with the creation of your character and the many options that will be open to you.

You of course have to decide just which, if any of those options you wish to use. Most the rules within the game will be optional, and can be added at the GM's and player's choice.

What we have tried to present to you with Worlds of Wonder is a detail means of generating the kind of characters that you will both find enjoyable, and a system that will keep you thinking on just what to do next with those characters.

Product Layout

Worlds of Wonder is presented in a sectioned layout that will allow you to add to the core game's rules as you need and want. We plan to provide many expansions to these rules, and so you may want to be able to place those expansions where you want within the rules. As none of these section are listed with any sort of order, feel free to arrange them in whatever order you feel like

It is suggested that you gather all your information and expansions into a file folder or three ring binder, which will then allow you to continue to add more and more to the game's systems as they become available.

CHARACTER CREATION

Building Your Character

Each character and creature in the game is defined by a series of stats. These stats reflect the character's abilities to interact with the world on a gross scale. How strong, fast and agile the character is can be defined by these stats.

Each player starts the game with a set amount of points by which they will build their character. These development points are then spent to build the character's stats, buy their background options and to develop their various skills.

As a character enters combat and adventures, and survives, they will gain more development points to further increase their over all abilities, skills and powers.

Development Points

Each player starts the game off with a set number of development points (Called DPs for now on), with which they can build a character, players may then spend these points as they wish, to create their character(s) for the game. These points can be spent to buy the character's stats, skills, and so on. Points not spent are not lost and may be saved for later use.

Each time a character survives an engagement or adventure, they will be rewarded with more DPs, which then can be spent to buy more skills, better stats and improved character options.

DP Costs

Once the player has a clear idea of what sort of character they want to play, they can spend their DPs on levels, skills etc. All DPs costs are shown below.

As a general rule, starting player receive 25 DPs. to build their character, although fewer or more DPs. can be used as the players and GM decided.

DP Cost Chart

Notes	DP Cost	Item
Per Level after 1st	**3 DPs.**	**-**
Per Skill Set	1st Skill set is free, with a 15 DPs. Cost for each thereafter	Number limited by character's level. Cost may differ based on the character's background or race.
Per skill within a skill set		
Base Skill	1 DP.	Cost is Per Rank. Cost may differ based on the skill set or character's background.
First Skill	1 DP.	-
Second Skill	2 DPs.	-
Third Skill	3 DPs.	-
Background Options	Variable	See Background Options
Bloodline	Variable	See Bloodlines
Race	Variable	See Race
Per Extra 100 GPs	2 DPs.	All characters start with 100 Gold.
Magic Item	5 DPs. per Level	Per Level of Item.

Development Rewards

Once a battle or adventure has been completed, those that have survived will gain a number of DPs, based on the danger they faced. These DPs. then may be spent to increase stats, levels, and ranks in skills.

The DP rewards for each creature faced will be noted on its description.

Generally all the DPs. rewards for those creatures kill is total, and split among all the surviving characters after the battle.

GM's may also award DPs. for successful completion of tasks and activities.

Generally the GM may award a set amount of DPs, based on their judgment, as to whether a character's success was beneficial to the completion of the adventure, or on the risk the character had to take to achieve the goal. Usually these special DPs. awards are applied only to the skill set or ability that was used to achieve the goal.

Example

A character uses their skill in acrobatics to walk across a flaming rope bridge and thus saved the princess. The GM felt this was a rather brave act and difficult to have achieved, and so awards the player a special bonus of 3 DPs. These DPs. though, must be spent to increase the character's rank in one or more of the skills covered by the acrobatics skill set.

Situation	Basic Award in DPs	Notes
Minor Adventure	1 DP. to 3 DPs.	Can be applied to any advancement the player wishes. These are in addition to any DPs. gained from foes defeated in combat and other rewards.
Major Adventure	3 DPs. to 5 DPs.	Can be applied to any advancement the player wishes. These are in addition to any DPs. gained from foes defeated in combat and other rewards.
Grand Adventure	5 DPs. to 10 DPs.	Can be applied to any advancement the player wishes. These are in addition to any DPs. gained from foes defeated in combat and other rewards.
Achieved a difficult task	+1 DP.	Applied to the skill set or stat that was used to achieve the task.
Achieved a near impossible task	+3 DPs.	Applied to the skill set or stat that was used to achieve the task.
Achieved some important goal or activity.	+1 DP. To +3 DPs.	Applied to the skill set or stat that was used to achieve the task.
Good Role Playing	+1 DP. 1 to +5 DPs.	Applied to the skill set or stat that was used to achieve the task.

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An exciting adventure game of magic, glory and exploration. Set for 2 or more players, the game uses a unique chip system to resolve all events and encounters. Now with four great expansions.

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Avalon makes some great board games, great games at a great price. Arcanum, Mystic Adventures, Dragon Lords and Junkyard Wars are but a few of our great titles.

Battle Tiles
Battle Tiles, Avalon Games, is a fun, and exciting way to improve your gaming experience. Use these high quality map tiles to create new and challenging battle arenas for your miniature gaming, or use them to create maps for role playing games of all types.

Each square is set to a 1" to 5 foot scale, and each tile is created so you can interconnect them with other tiles to create massive settings for adventure and battle.

At a cost of less then fifty cents a page, and hundreds of possible combinations, you can't go wrong with Battle Tiles, so get started and have a battle to remember.

Avalon Clip Art
Avalon has tons of artwork, all ready for you to use. Great art for a great price is our goal, so grab a handful right away.

Character Portraits
Need a fast picture of what your character looks like. These professional, full color works will fit the bill.

Each set comes with 10 full color portraits of different fantasy characters, each suitable for use in all of the most popular role-playing games.

Sets 1, 2, 3, 4, 5 and 6 are all ready for download, so go get 'em.

Mini-Games
Avalon Games is happy to offer tons of little games, that we like to call Mini-Games, and with over 30 titles, you are sure to find one or more games that will blow your mind. Little, however, does not mean lame. No, these are great gaming gems, just in small bite sized forms. Fun, fast and cheap, they are a great way to get some gaming fun into a short block of time. Have a look, you might be surprised at what you find.

Worlds of Wonder
Worlds of Wonder is a fast, simple to play RPG system designed for use by advanced players who wish to create detailed characters without having to roll on endless charts and deal with endless rules.

After 30+ years of playing, running and designing games, be they RPG's or board games, we at Avalon have come to one conclusion. Its not the game's rules that make it enjoyable, but the people you play with. With that in mind, Worlds of Wonder takes the most important aspect of any RPG, the character creation, and tries to offer players, and their GM, the tools needed to make the time spent playing together well worth the time spent creating the characters.

Worlds of Wonder Expansions
Want more Worlds of Wonder? Try one of the many expansions for the system. More monsters, foes, magic, skill sets and gaming stuff to keep you occupied for weeks, months, hell maybe for a lifetime. Ever expanding, the WoW system is made for gaming fun, so don't wait, have an adventure and enter Worlds of Wonder.

Arcana
Arcana is generic world, designed for use with any Fantasy RPG System, and so the information presented here and in other Arcana expansions will of course be a bit vague as to stats, levels and powers. The intention is to give the GM and players a world rich in personality, history and depth, one where they can seek adventure, but use any RPG system they feel most conferrable with.

The basics of the game world are presented here in the core book, but as expansions are released, the complexity of the world will grow as more and more of its history, dangers and wonders are explored. When it is all said and done, Arcana will become a vast world of detailed and expansive depth, one where that you and your friends can full explore.

Game Geek
Avalon's Monthly game magazine, inside you will find tones of gaming goodness, Free game, add on materials for many of Avalon's titles, and a monthly section dedicated to S&G, Battle Ax and Arcana. Great game stuff each and every month.

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S & G Battle System

Avalon's premier game system the S&G battle system allows you to play skirmish level engagements, and do so with a fast, easy to learn system that also allows for endless expansions and genres. With S&G you can fight battles between fantasy based elves and rocs, or blast off into the cold hard future with space marines and aliens.

Battle Axe is a simple to play tabletop system for skirmish level battles. Using cards instead of dice, you will find the game to be less luck based and much more tactical in nature. The rules and cards provide here will be enough to get you started, and new characters and rule expansions are on the way so you can continue to increase both the size and composition of your War Bands.